

APPENDIX C. RELIGION AND DEITIES

Characters may choose to have faith in a divine power. Faith requires a character to roleplay the tenets inherent to the deity of their choosing. How well the player portrays his or her character's piety will decide which of endless possibilities will befall the character.

You may upset your god when you mean to appease. You may insult another god when praying to your god. You may be a dutiful servant, but your god chooses not to acknowledge you. Are you being tested or ignored? One day, the god may grant you a divine power, and the next day, that power is gone. If you expect or demand too much of your god, you may find punishment looming. The gods are fickle.

In Ashriya, ten gods usually wield greater power than any others at a given time. These gods are known as "seated" and occupy the Ten Thrones of Heaven. In recent history, the gods were known as "The Nine and One Gods" as The One is considered by many to have a special place amongst the gods. It is unknown exactly how a god is seated or unseated, but seated gods generally have greater standing amongst the people of Ashriya.

For more information as to which gods are currently seated, please visit:
www.terresrising.com/forum
and visit the In-Game section!

The One

"The One is the source of all power and strength. It is he who brought us to this world and he who will take us from it. Those who worship the lesser gods are fools. Only The One is worthy of our prayers. Praise he who is greatest of all!"

- rantings of Devolion Camack of Tangel



His followers believe The One is the most powerful of all gods and was the creator of Ashriya. He populated the planet and watches over the beings who inhabit it today. Oddly, no evidence has been found of The One being worshipped prior to the world change that brought about the drought. The One is often thought of as separate from the other gods, which brings many to refer to the major gods of Ashriya as the Nine and One gods.

Aradia

"Aradia's gift goes beyond what most people can comprehend. Magic is a part of everyone. It exists everywhere in everything. It encompasses all and brings us together in ways that most can not comprehend. Aradia watches over those who respect the mystic powers. Those who seek knowledge are rewarded by Aradia's love. Those who defy her, who deny the completeness of her dominion, are fools who will find the greatest of all powers turned against them."
from Basics of Worship – Aradia



Aradia is the Mistress of Magic. She has a strong following not only of mages, but also those who seek the gifts that her blessing can bestow upon them. Her touch is commonly felt more than that of many of the other gods. Whether this is due to her power or merely her personality is a matter of great debate amongst theologians. Some claim that gifts from other gods are ascribed to Aradia because they seem to be magical in nature. Her followers tend to avoid this subject altogether and state plainly that their devotion has nothing to do with "gifts".

Avanti

"So long as there is life nothing is impossible."
*- Brother Marduk,
Priest of Avanti*



Avanti is commonly known as the God of Life. Those who worship Avanti are varied. They are healers for the most part, although there are mages and warriors who follow Avanti as well. The followers of Avanti are generally broken down into Priests, who travel the land offering their healing and protection to those in need, Monks, who provide healing, but have dedicated themselves to the discovery and preservation of lost lore, and warriors, known as the "Defenders of Life" who have made it their purpose to do battle in order to protect the lives of others. The Tree of Life is the symbol of Avanti, and many of their followers wear light blue.

APPENDIX C. RELIGION AND DEITIES (continued)

Baldoria

*"Tell me what brings you down,
My song will raise you up,
Show me what brings you sorrow,
My song will show you joy.
Lead me to your heart,
My song will give you Hope."
- Chorus of The Song of Inspiration*



Baldoria represents Revelry and Hope. Many view the Baldorians as free-spirited people whose only interest is in parties and intoxication. This manifestation is most common, though Baldorians truly wish to bring hope and joy to the masses. Some believe that excessive celebration and intoxication lead to Divine clarity and salvation. Other followers are more particular about how they revel and use song, dance and performance to bring hope to the people. Baldoria is often cited as the source of creative inspiration to artist of all types, whether they are devout or not.



Craigor

*"With weapons high,
We live or die,
To fight for what is right,
And what is right
Is what we say,
It's Craigor's way,
Today, today, today."
from Song of the Soldier*

Craigor is the God of Combat, War, and Battle. The warrior's code may be honorable or bloodthirsty, but some of the finest warriors in all of Ashriya pay homage to Craigor. These people believe that conflict is the key to life. Whether engaging in battles of brute strength or the strategy of war, followers of Craigor are thrilled by clashing with others. Some of the greatest military leaders have been devout followers of Craigor.

Darius

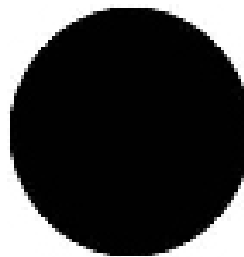
"Love is many wonderful things... the touch of a dear friend or the caress of a mate. Love is a flower in the morning dew. Love is the final thrust to end another's pain. Love is the power of Darius. He shows us to care for one another and protects us in our times of need. He keeps death at bay when we have faith in his power. By loving each other, we prove our love to Darius as he proves his love for us."



from Love is the Way

Disciples of Darius are caring individuals. They express their love for all people on a daily basis. Many will do what they can to heal or save the fallen, though there are some who believe that love is expressed best by fighting any threat to those whom you love. Darius's love extends to all, no matter how they choose to worship him. His power is said to permeate all beings, though some have come to hate him. Though many dismiss the followers of Darius as peaceful leeches upon society, they can also be ferociously vindictive when scorned, and exhibit intense passion.

Death



*"In the end, Death is all. If you need to know more, you do not understand."
- the Scroll of the End (astoundingly, there are over 100 blank pages following this)*

Few are devoted to direct worship of Death, though all fear and respect Death.

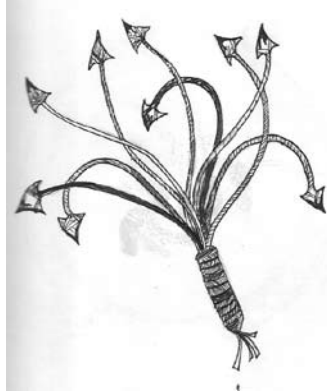
Many pray to Death to guide their departed loved ones from this world to what lies beyond. No one knows exactly what happens when one dies, but the common belief is that Death makes that determination. Souls may be destroyed forever or sent to another realm to live out eternity in bliss. Some who have come back from Death have spoken of other gods speaking on their behalf, while others have claimed to talk their way out of Death's grasp.

APPENDIX C. RELIGION AND DEITIES (continued)

Domad

"You know nothing until you understand pain. First, feel pain yourself and then bring that knowledge to the masses."

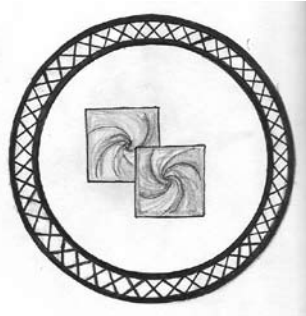
Domad is known as The Torture God, and represents the tenets of torture, agony, and pain. Domad worshippers believe that pain is a purifying experience and that truth can be found through suffering. There are two types of Domad worshippers; those who believe that transcendence is found by undergoing pain, and those who believe that inflicting pain is the spiritual experience. The latter sect has a tendency towards sadistic extremism.



Jarro

"How fortuitous!" - a common declaration of a follower of Jarro

Jarro is the God of Luck. Worshipers of Jarro tend to be laid-back and happy-go-lucky, pun intended. They believe that Jarro watches out for them, and that things will turn out for the best, and they seem to, more often than not. When things do go wrong, most shrug it off and wait for the silver lining, although some view it as a sign that they need to renew their devotion or just "re-roll the dice". Jarro's faithful see the world as a series of chances, (many even choosing to view life as a game) and though there are those who neurotically and obsessively play the odds, most are content to sit back and wait to see what the luck god has in store for them.



Kammatt

"The dead who walk are our salvation! Praise Kammatt for bringing the living dead to us in our time of need. We extol thee, great lord, for showing us the way of life after death. We praise thee by walking the night with your children, guiding them and protecting them. We praise thee by watching over your creations when the daylight weakens them. All praise Kammatt, who brings life to the dead!" - Daily affirmation of the Order of Darkness

The Order of Darkness is the strongest group who follow

Lord Kammatt. They have sworn to protect the undead who they believe were the salvation of all of inhabitants of Ashriya. Though it is true that the undead proved to be a tireless aid to the rest of civilization, there are doubters who say Kammatt had nothing to do with that.

There are others, mostly necromancers, who believe that Kammatt will grant his most loyal followers eternal life after death. There are few who have actually made the transformation and the power bestowed upon them has corrupted them and turned them against the living. Very few have been able to maintain their own personality after the change, but the most devout followers of Kammatt who seek to live beyond life don't believe this would happen to them.



Kroon

"There is no purpose to a life without honor." -Father Shelingbourne Grante

Once considered a forgotten God, Kroon rose from dormancy on the backs of nobility and those who understand the code of honor. The last of Kroon's followers had been defeated in an ancient battle, but somehow, during the battle, Kroon invested himself into a suit of armor, before being rendered dormant. The relic became known as the Armor of the Honorable Stranger, and eventually, Kroon was able to revive his following, and once again be called upon by those followers of honor.



Followers of Kroon adhere strictly to their code of honor. They will not attack a foe from behind, nor will they cheat or steal, nor stab a fleeing foe, and they will never mislead others. Considered the God of Nobility, Kroon is there for those nobles who benevolently rule and oversee the lower classes. Kroon followers would rather die defending honor or a noble belief, than live, having not stood up for that cause. Recently, the number of Kroon's followers has greatly increased. Kroon's followers often wear mustard, and wear brandish their holy symbol.

APPENDIX C. RELIGION AND DEITIES (continued)

Liandra

"Not only shall you not harm another, but also shall you succor them in their time of need. Giving of yourself to aid others is the greatest gift one can give." from Meditations on Serenity

Liandra is considered to be the Goddess of Good and Selflessness. The worship of Liandra crosses all boundaries of race and culture. Liandra's followers will do all that they can to protect other people and to make sure that those who would do harm to others fail in their attempt. While others often see Liandra as representing the Good of the world, her followers are more concerned with showing others the path to bettering both themselves and the world around them. Followers of Liandra are often garbed in fuschia.



Lord of Balance

"There is a delicate balance that exists in the game of existence. The Lord of Balance oversees the harmony of that balance." -Sir Hezekiah, Arch Knight

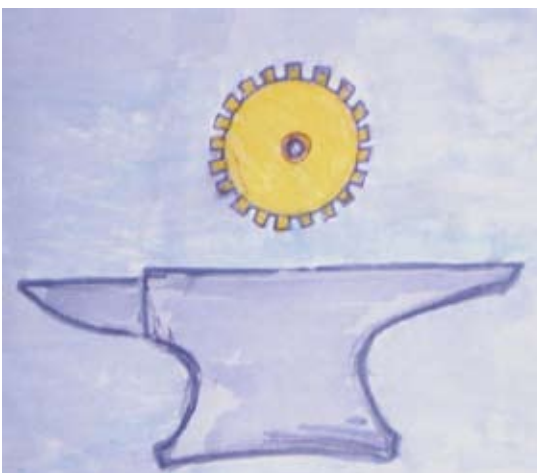


The Lord of Balance is not the god of neutrality, but is a good god who holds that chaos corrupts the natural harmony of all things, and there must be balance. The Lord of Balance espouses fairness and equity. As such, followers of the Lord of Balance have been known to take occupations in the fields of law, arbitration, and charity.

The Lord of Balance is a relatively new deity to Ashriya, not appearing until 150 AR, when some "Gate Travelers" or "Otherworlders", appeared in Ashriya. Many of them worshipped The Lord of Balance, praising him for saving them and bringing them into Ashriya. Followers also are taught that there is a "chosen one", whom they call the "Prophecy Fulfiller." It is said that this one kept the gate open, which allowed the Lord of Balance to save the people. Followers hold to the strict adherence in wearing some kind of yellow garment with black trim. The symbol of the Lord of Balance is a set of scales, in perfect horizontal balance.

Meserias

"Long have the Ritika been the chosen of Meserias. They alone have been blessed with the inborn skills that define Meserias." -Swarn Whiplebottom - excerpts from Musings on the Seatless



Building, dismantling, tinkering - these are the core beliefs of Meserias. Those that espouse artifice and invention follow Meserias. All craftsman worship Meserias. They might not be aware that roughing out the burrs on a sword, or mixing components in an alchemical concoction is worshiping Meserias, but it is. The act of "worship" for Meserias can be different from other gods. Praying at the altar is not necessary, and rarely happens. If one has ever been in the workroom of a Ritika, there is an extremely high probability that one has visited a shrine to Meserias.

As all intelligent races will continue to build in some fashion, Meserias will never truly be powerless. However, due to the lack of formal organization or prayer, and the lack of a defined priestly hierarchy, it is extraordinarily unlikely that Meserias will ever be among the Seated.

APPENDIX C. RELIGION AND DEITIES (continued)

Sarik

"In sleep we find salvation as we are released from this world and brought into the safe embrace of Sarik. Sarik guides us in the dreaming world as no one can in the waking. We are the dreamers; our legacy is phantasm."
- excerpted the journal of a Sleepwalker

Sarik is the god of dreams and visions. It is said Sarik's form is often in flux, changing with each passing moment. Information about Sarik is difficult to come by, due to his/her/its lack of presence in the waking world. He/she/it will give guidance to his/her/its followers through a series of dreams that some spend their whole lives trying to understand.



Others see visions

during the waking hours with the intensity of a sleeping dream. There is a legend of an elderly follower of Sarik who once claimed that he survived the final years of the drought by sleeping twenty hours a day, so that Sarik could feed and protect him. There is no evidence to this legend, except the known fact that this follower lived through the final years of the drought. The rest of this tale is up to speculation.

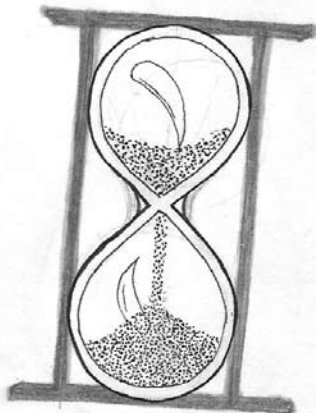
Simone

"Blessed be the ground and all which live and grow upon it. May Simone's glory bring the colors of the seasons and watch over the beasts of the world. May her strength bring power to the predator and swiftness to the prey. Let all of nature rejoice in her name, so that the seasons may come in their turn and the winds and rain bless the crops. Hallowed is the shepherd and sacred is the wolf. Let all of nature laud her with every breath and drink from her cup with reverence." - from *The Way of the Wild*



The followers of Simone believe that she has complete reign over all things natural. This leads to a wide variety of followers, from those who worship the weather, to the wild animals, to the flowers, to the trees, to the sun. The majority of her followers are peaceful. Even the hunters who pray to Simone are respectful of the process of the hunt and the gift of the prey. The cycle of nature is believed to be all encompassing through the love of Simone. Followers typically wear green or dark greens.

Toklin



"I am master of all things. Mountains crumble before me, oceans are no more. I am the perpetual and the infinite, stretching forward and back. All men bow before me. I flow and rush and drag and stop, embracing all things. I am eternal. I am time."

*Introduction to The Book of the Eternal, as scribed by
Mother Aenara, Priestess of Toklin*

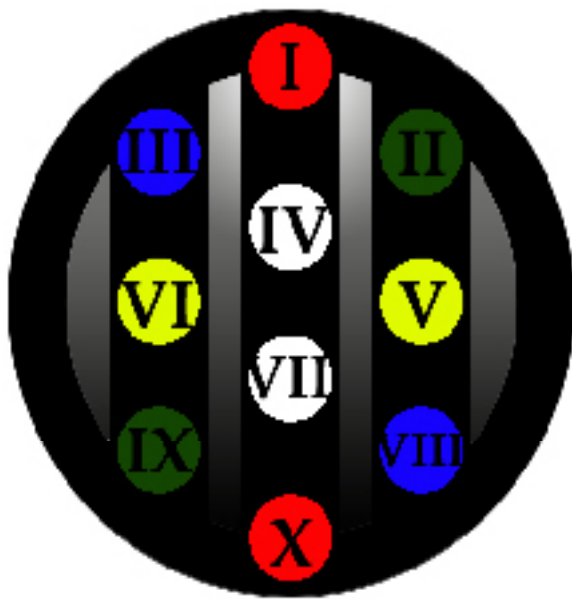
Toklin is the God of Time. Priests of Toklin like to say that everyone and everything is a follower of Toklin, for truly, what is immune to the ravages of time? A true follower of Toklin, however, gives herself over wholly to the ebb and flow of time. This may be active, embodied in someone who lives life to the fullest, knowing that time is too precious to waste. It might be passive, a scholar who spends his life in contemplation of what has been and what will be. There are even persistent rumors that those especially favored by Toklin never age and may even be able to manipulate the flow of time itself.

APPENDIX C. RELIGION AND DEITIES (continued)

Totan

1. Totan is our lord. His word is the word of absolute obedience.
2. To each its own place within the dynamics of the world.
3. In order, shall we find true freedom and purpose.
4. Law is to be obeyed to construct a harmonious society.
5. Those who seek to disrupt balance are vile in the eyes of the righteous.
6. Respect and obey those whose status is greater than you own.
7. Through a united front, all adversity can be defeated.
8. One foot must lead the other or the individual will fall.
9. The first must come before the last.
10. None may come after the last.

*from the
Meditations of the Holy*



Worshippers of Totan are the most disciplined of all religious groups. Though one might think the nature of Totan's followers would be more consistent than other religious groups, that would be a serious mistake to make. Like all religions, the followers of Totan disagree very much about how their lord should be worshipped. While some maintain a rigid code of ethics and laws, others believe their lord commands them to maintain balance in all things and whatever means they use to that end is justified. Many of the Dagon worship Totan as his believes are perceived as being very similar to their own.

Zeek

"Hail, he whose potato ravishes the

morning light!

In **the** mid-morning slumber of *compunction*
will the weasel and the starling s

E

e

k solace

through the

hEARTS of oak.

My friends, my

friends,

my friends,

my

frieNDS,

the glory of Zeek is

wiggly! By the countenance

of the shaved will the

uncleansed be fettered

by wax! RIGHTEOUS is the

unclothed. The f

e

e

I of the stone is

nothing to the flow of the water. *Changing, twisting, turning*
greased Mystics gyrate *through the* storm of
grass."

from the Tome of the Tivilnit



Truly, the glory of Zeek is seen most often in texts such as this where the religious fervor of the faithful is represented in what to some may seem like a text of madness. However, this merely glorifies

the tenets in which the Zeekites revel. What may seem like madness to the uninitiated is actually... well, it is madness, but that doesn't mean the Zeekites are completely crazy and there is great variance in how individuals choose to worship their lord. Some who appear "orderly" still respect the nature of change in the world and may work towards change without chaos, while others exhibit discord through every thought and action and still others try to counteract the order of the world through subtle manipulations and treachery.

APPENDIX C. RELIGION AND DEITIES (continued)

Zinaar

*"The true test of power is what you will do to attain it.
Let no one stand in your way,"
excerpt from the Book of Glory.*



Those who worship Zinaar wish nothing more than to increase their personal strength and power. Most of the world considers Zinaar to be the god of Evil, as his followers will stop at nothing to gain power. Zinaar's worshipers see others as weak for not taking control of that which can strengthen them due to a foolish concern for the affects upon others.

Zorn

"Do not seek to placate your anger. There is strength in rage." - taken from the Konah Texts

Zorn is the god of rage, anger, and essentially, unbridled, unchecked passion. Zorn followers are often unrecognizable in day-to-day interactions, but revel in their rage once they have cause to bring it to the forefront. Some find Zorn through wrongs performed against them and allow the rage to burn deeply inside them and fuel their every action. Others display their anger, as a lash against everyone they come in contact with. In battle, they are often seen as beserkers who will frenzy at the frontlines of conflict.

Zorn followers do not often brandish any particular holy symbol, and while some tend to wear loud colors such as orange and red, there is no general consistency.



The known gods of Ashirya and their generalized tenets:

Aradia - Magic
Avanti - Life
Baldoria - Revelry
Craigor - War and Battle
Darius - Love and Peace
Death - Death
Domad - Pain and Torture
Jarro - Luck and Chance
Kammatt - Undead
Kroon - Honor

Liandra - Good and Selflessness
Lord of Balance - Balance and Harmony
Meserias - Artifice and Invention
Sarik - Dream
Simone - Nature
Toklin - Time
Totan - Order
Zeek - Chaos
Zinaar - Evil and Power
Zorn - Rage
The One